

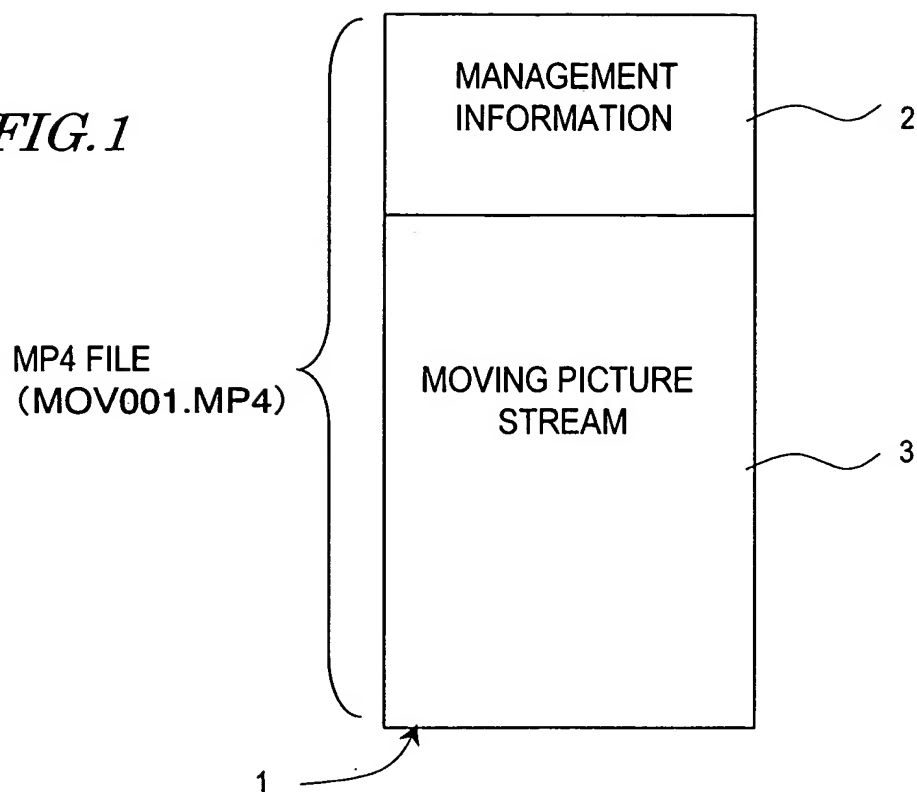
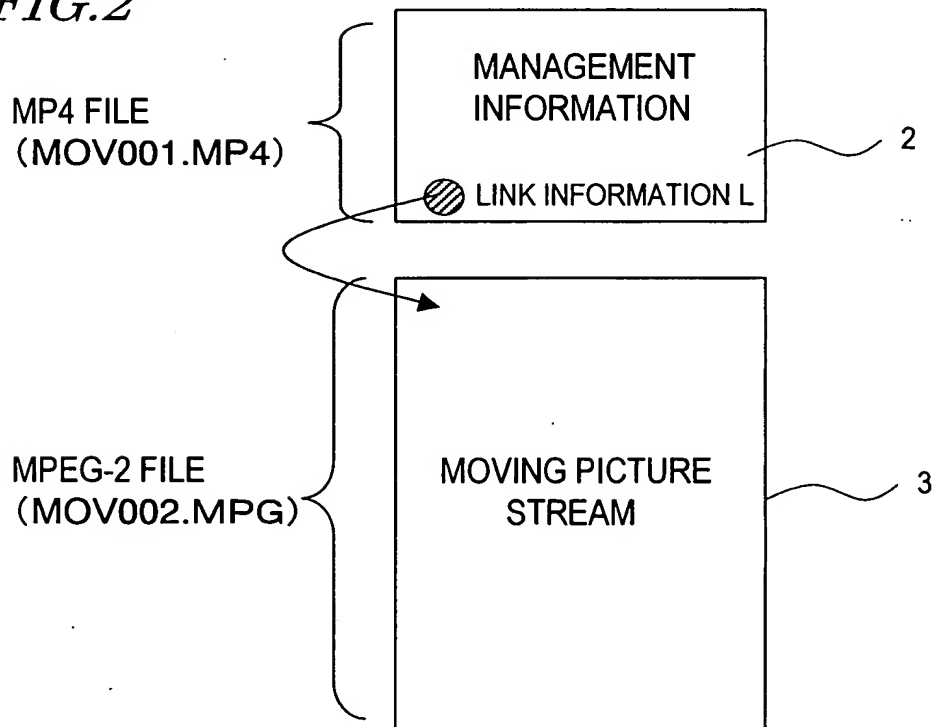
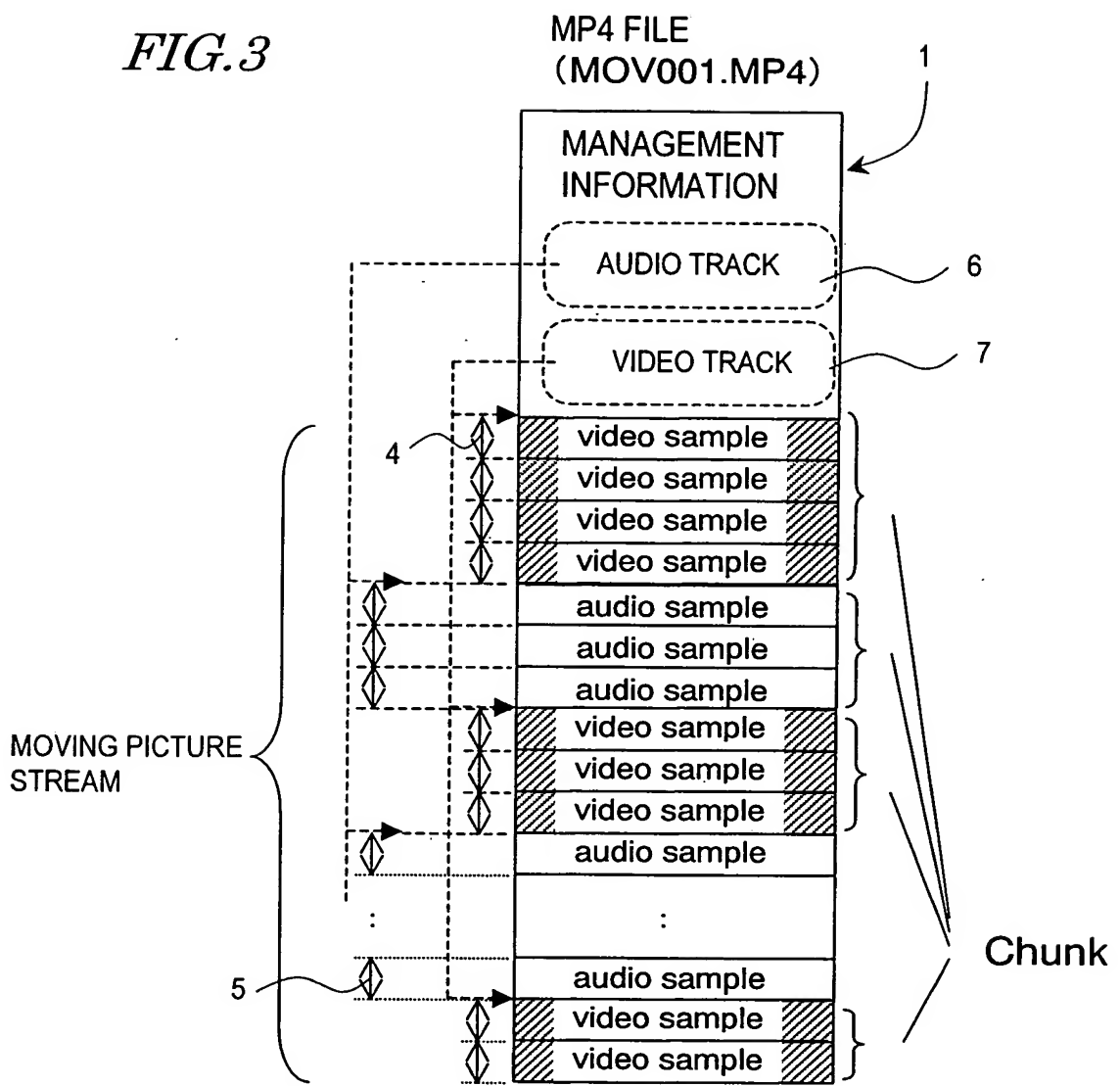
*FIG. 1**FIG. 2*

FIG. 3



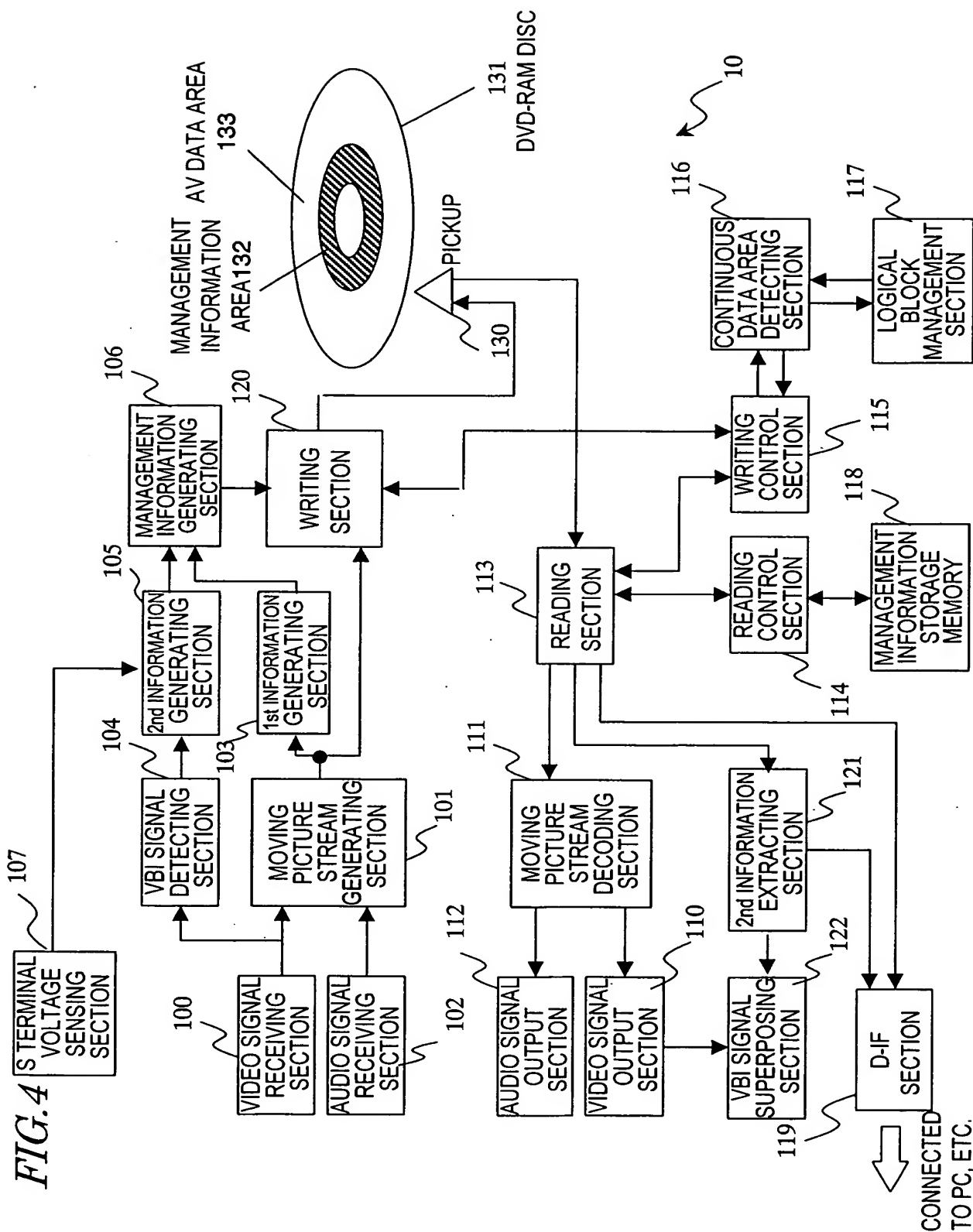


FIG.5

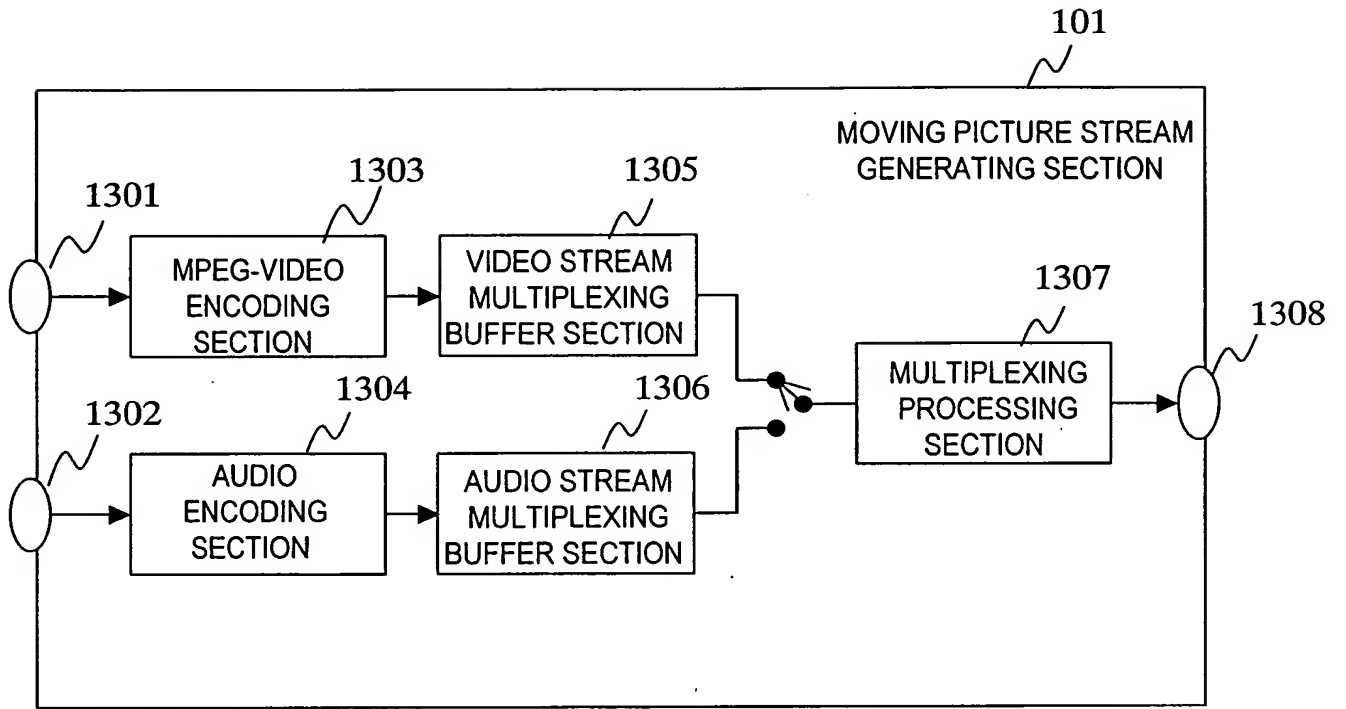


FIG. 6

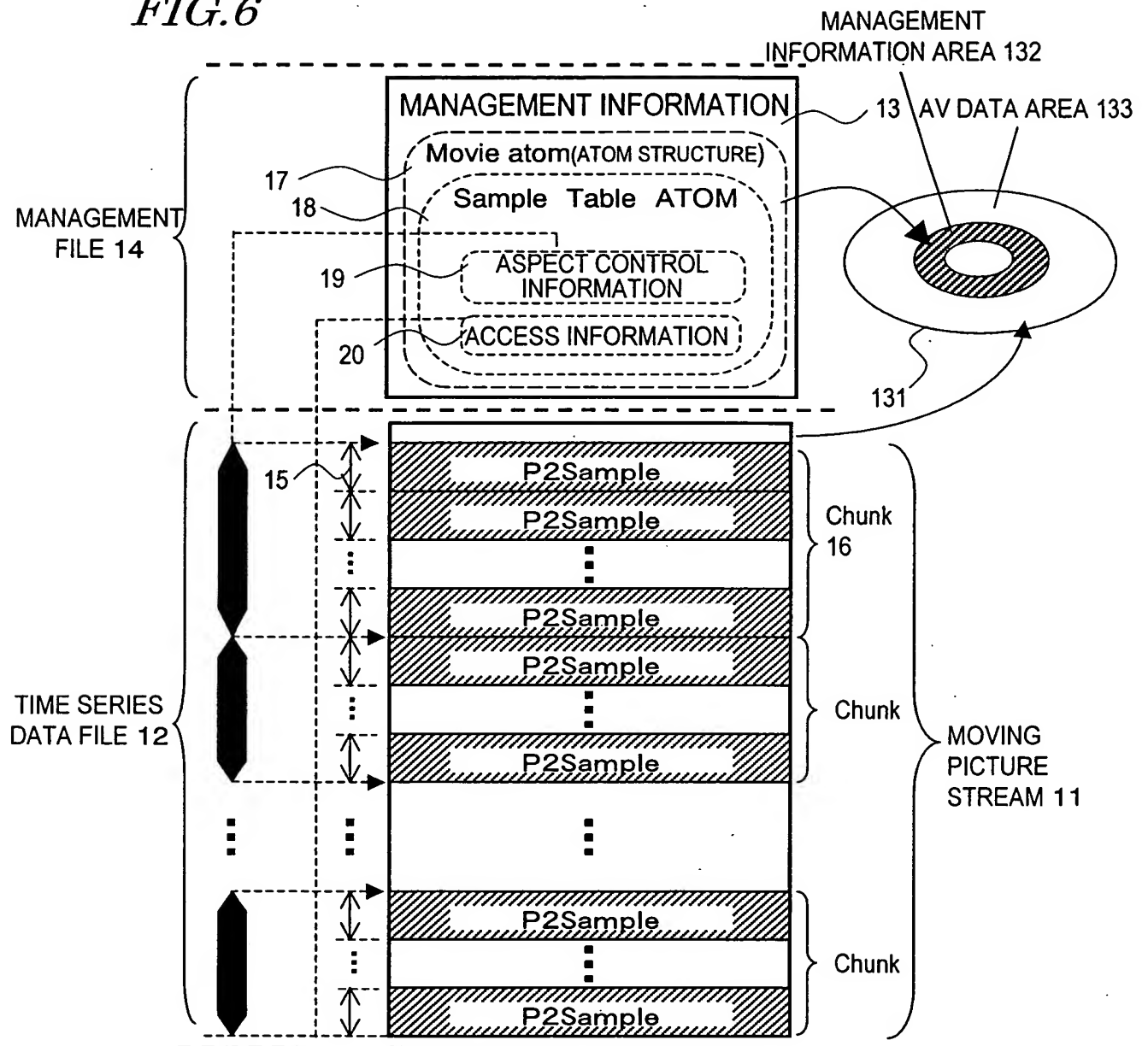


FIG. 7

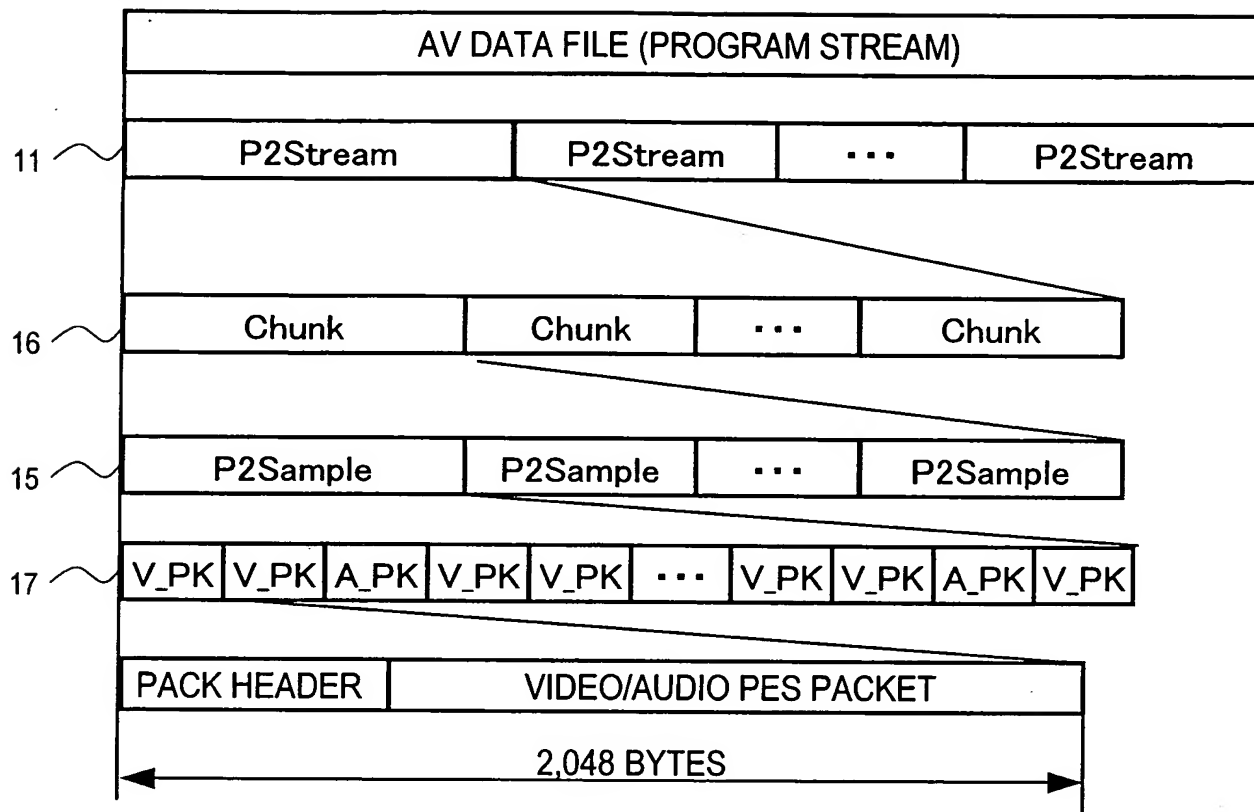


FIG. 8

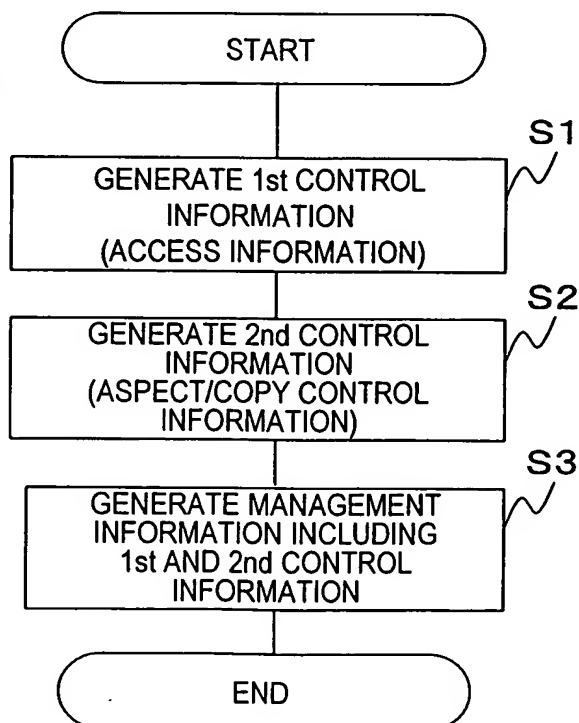


FIG. 9

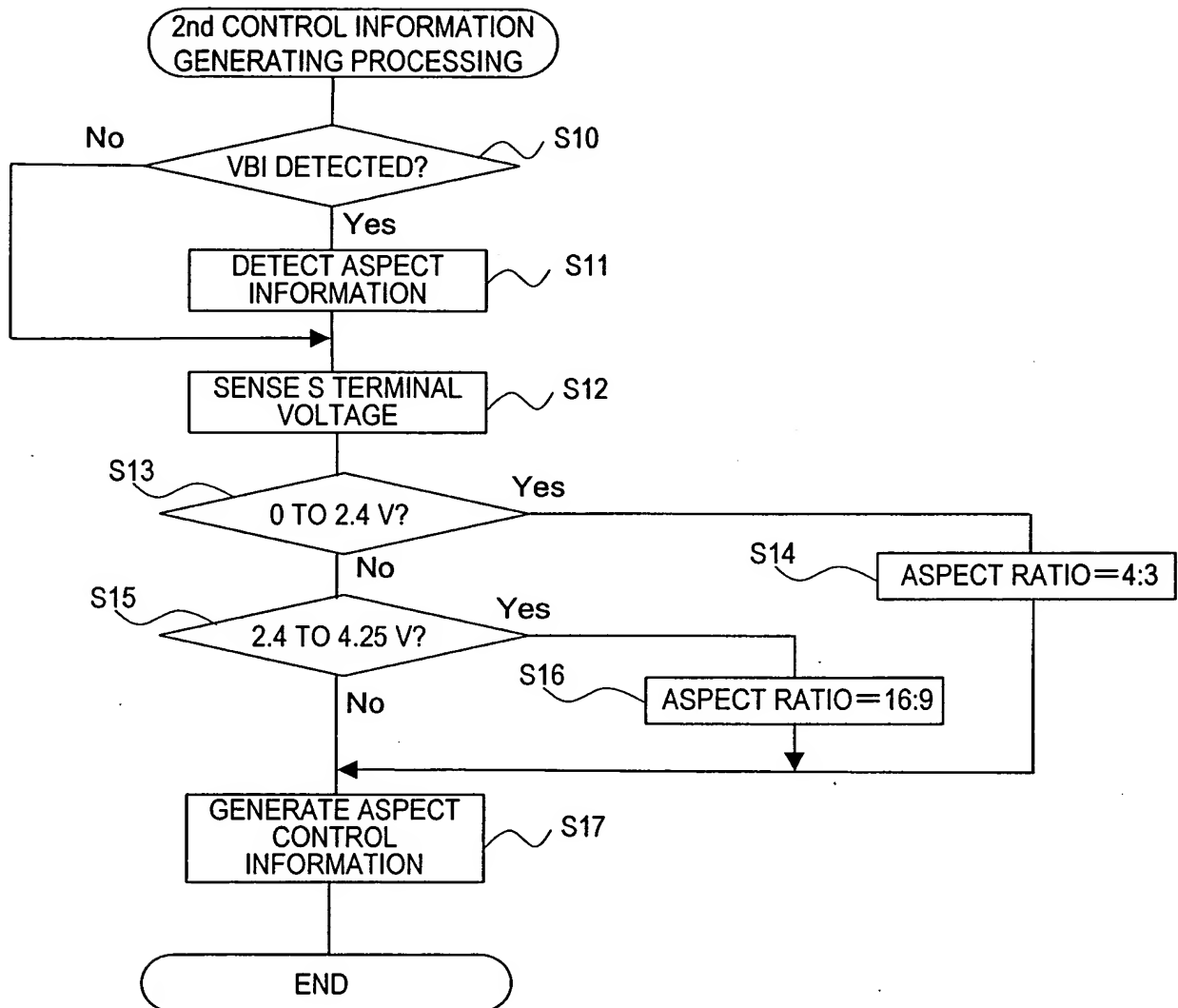


FIG. 10

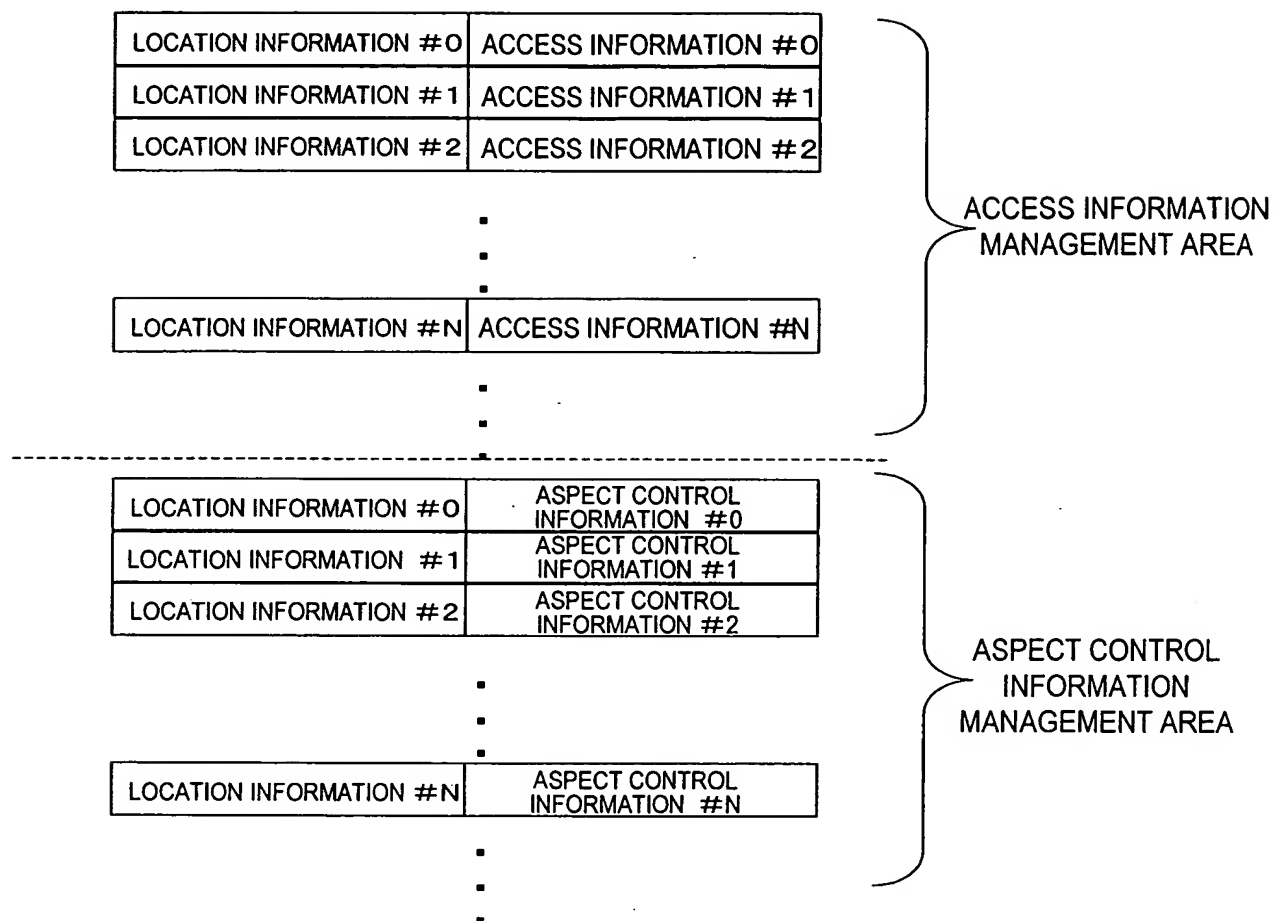




FIG. 11

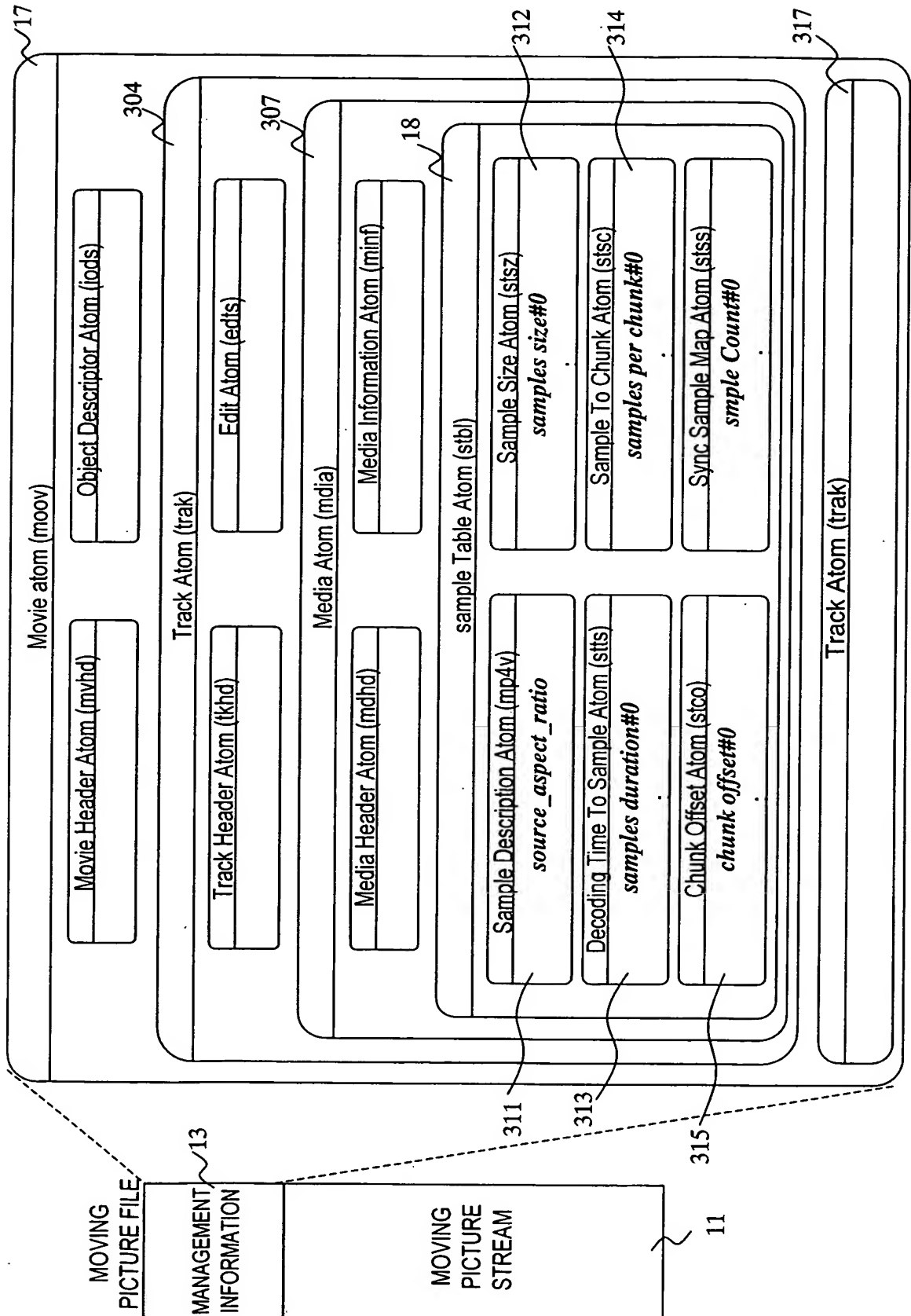
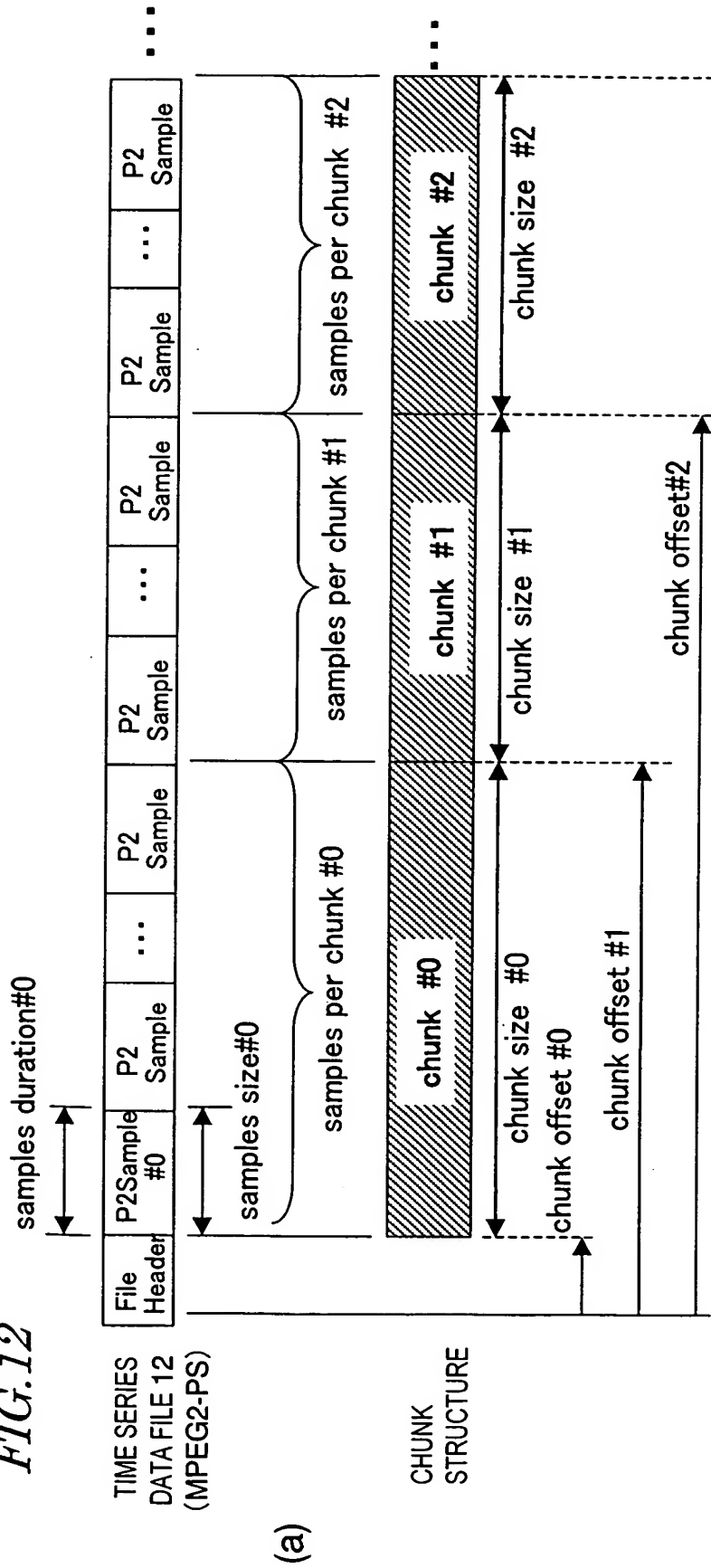
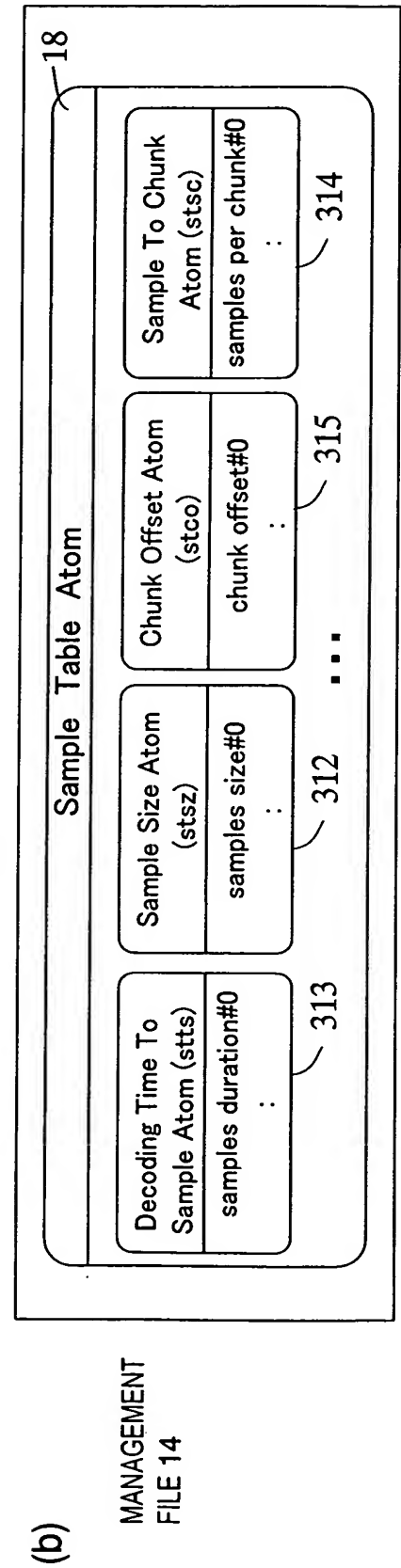
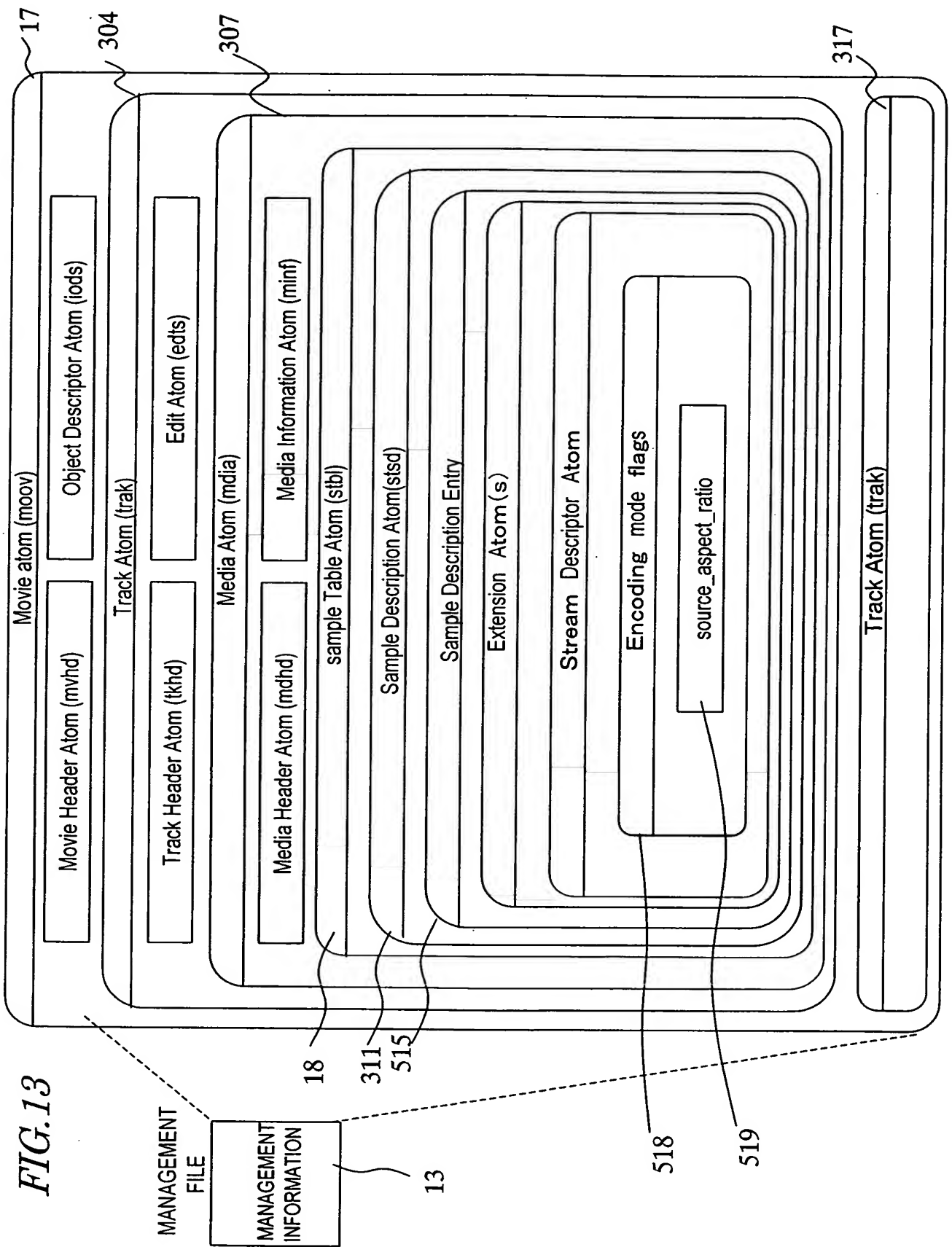


FIG. 12



(g)





*FIG.14*

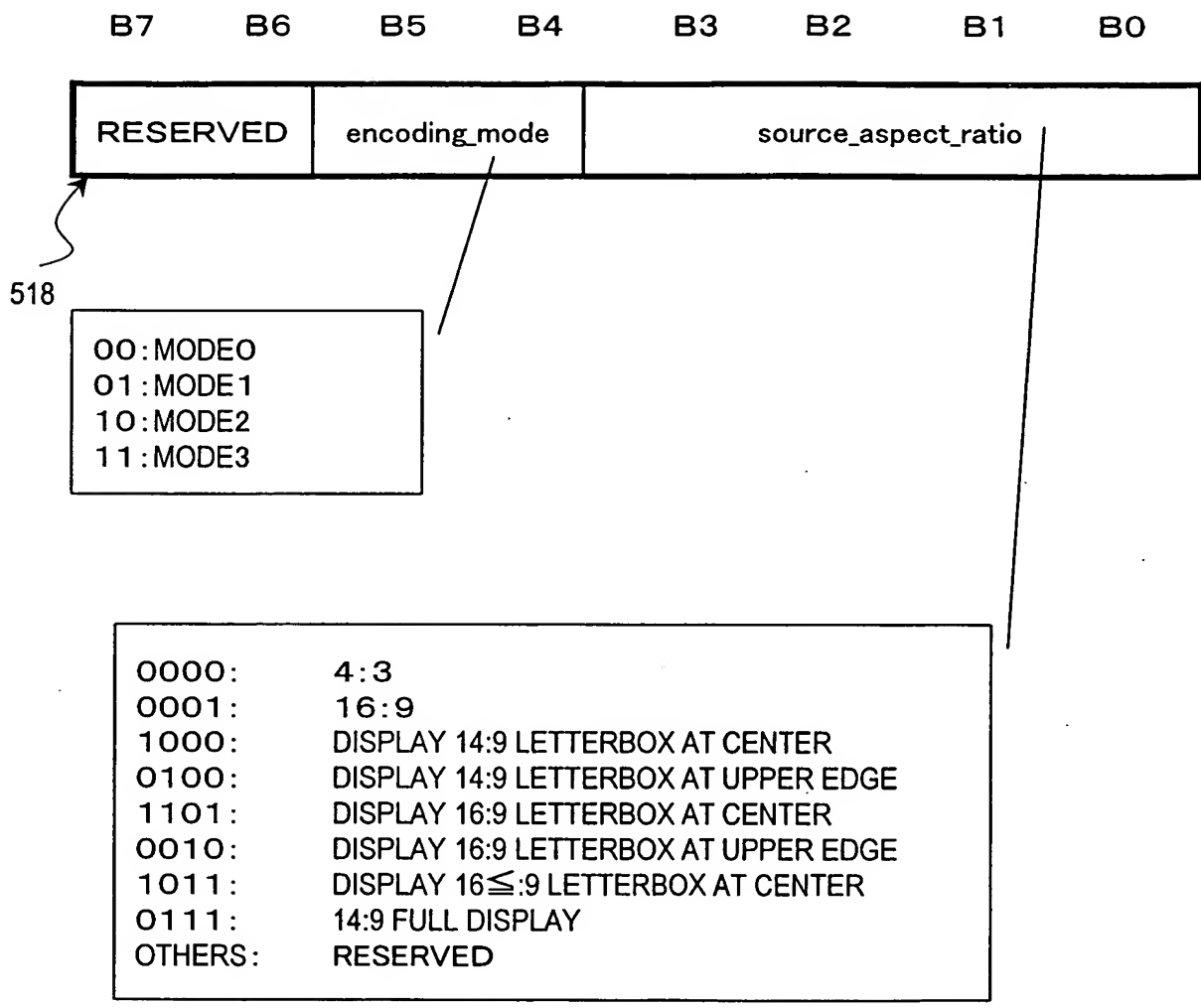


FIG. 15

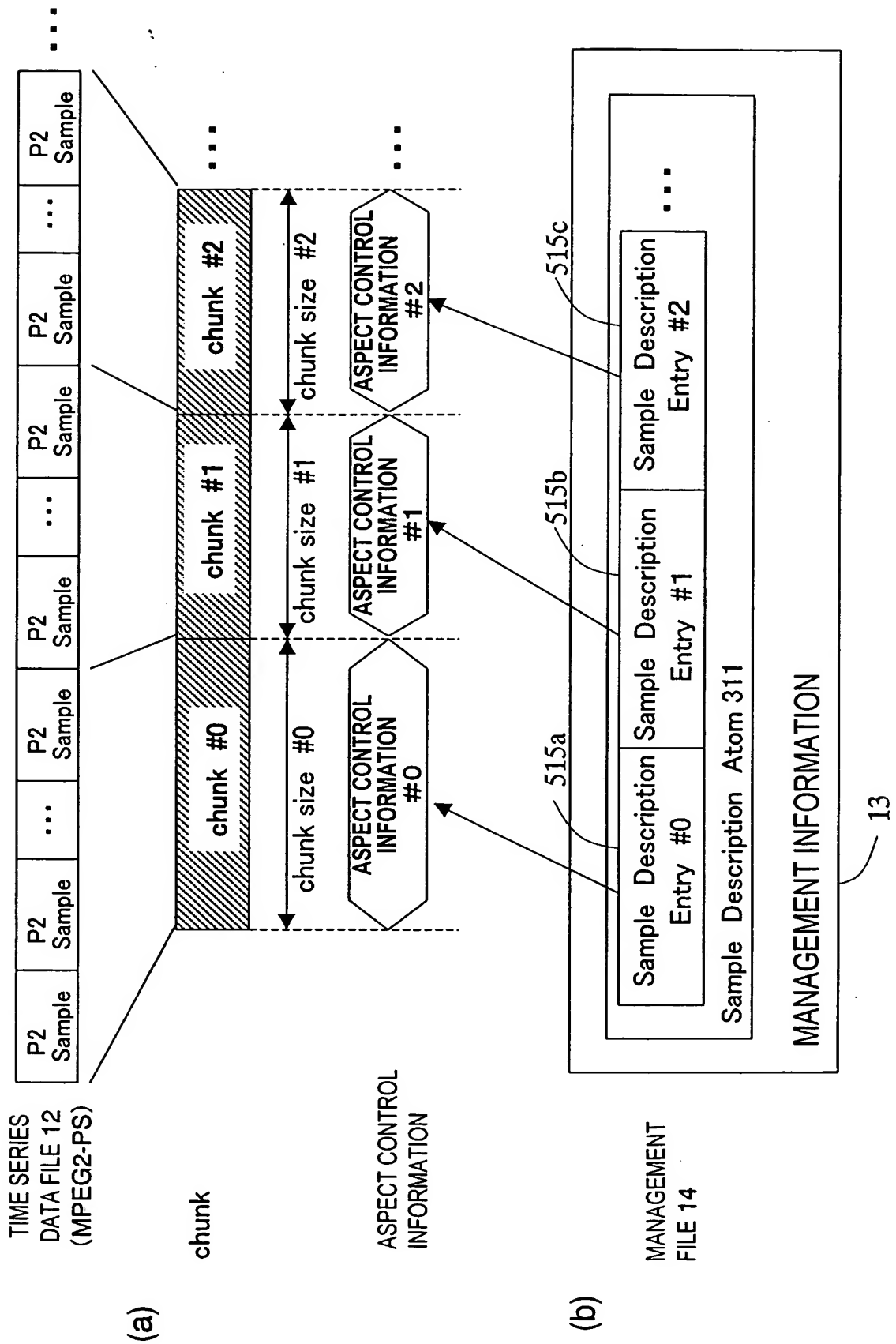


FIG. 16

LOCATION INFORMATION #0	ACCESS INFORMATION #0	ASPECT CONTROL INFORMATION #0
LOCATION INFORMATION #1	ACCESS INFORMATION #1	ASPECT CONTROL INFORMATION #1
LOCATION INFORMATION #2	ACCESS INFORMATION #2	ASPECT CONTROL INFORMATION #2
.		
.		
.		
LOCATION INFORMATION #N	ACCESS INFORMATION #N	ASPECT CONTROL INFORMATION #N
.		
.		
.		

INFORMATION SHARING/ MANAGEMENT AREA

FIG. 17

LOCATION INFORMATION #0	ACCESS INFORMATION #0
LOCATION INFORMATION #1	ACCESS INFORMATION #1
LOCATION INFORMATION #2	ACCESS INFORMATION #2
.	
.	
.	

ACCESS INFORMATION MANAGEMENT AREA

---

INTERVAL INFORMATION #a	ASPECT CONTROL INFORMATION #a
INTERVAL INFORMATION #b	ASPECT CONTROL INFORMATION #b
INTERVAL INFORMATION #c	ASPECT CONTROL INFORMATION #c
.	
.	
.	

ASPECT CONTROL INFORMATION MANAGEMENT AREA

FIG. 18

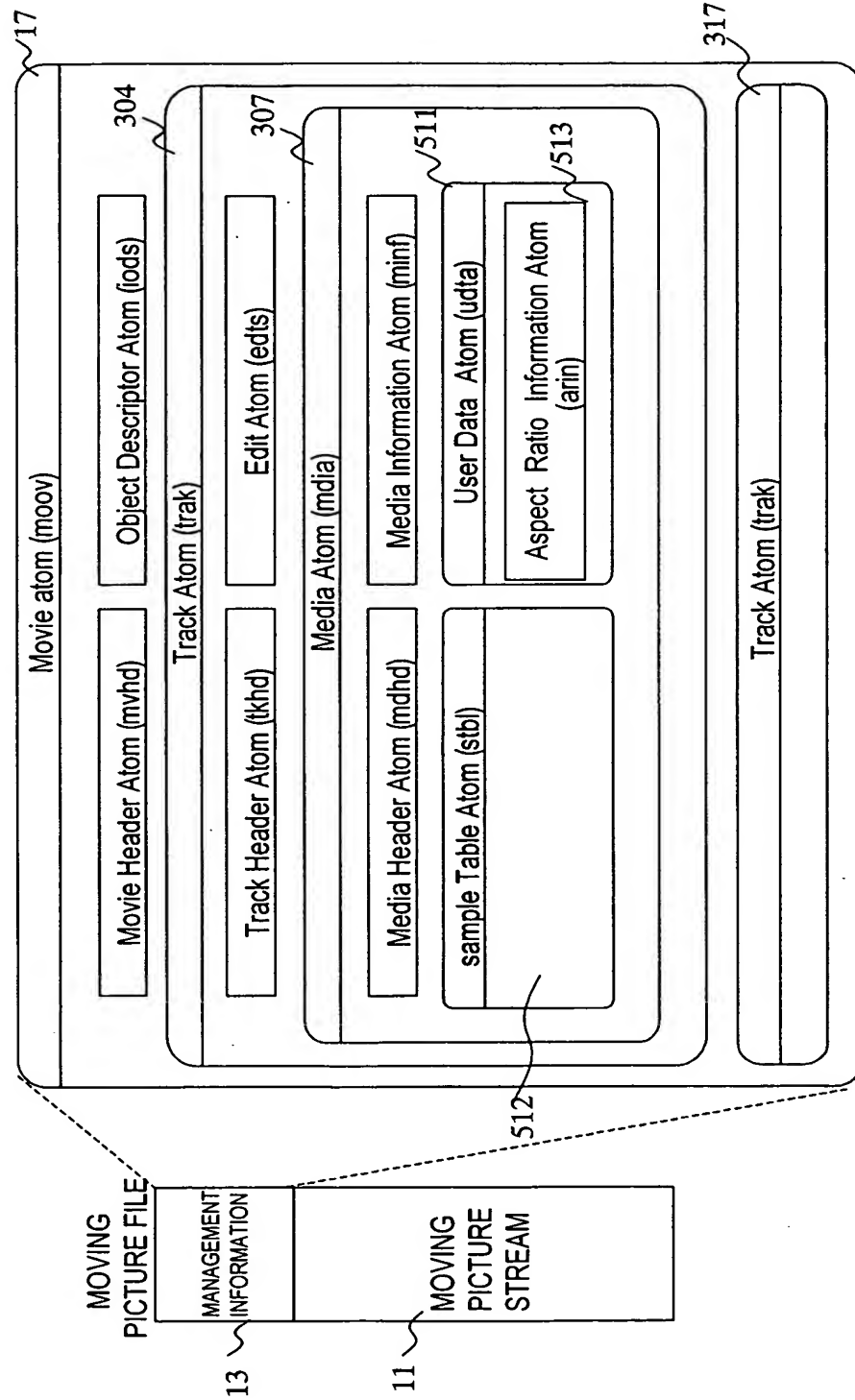


FIG. 19

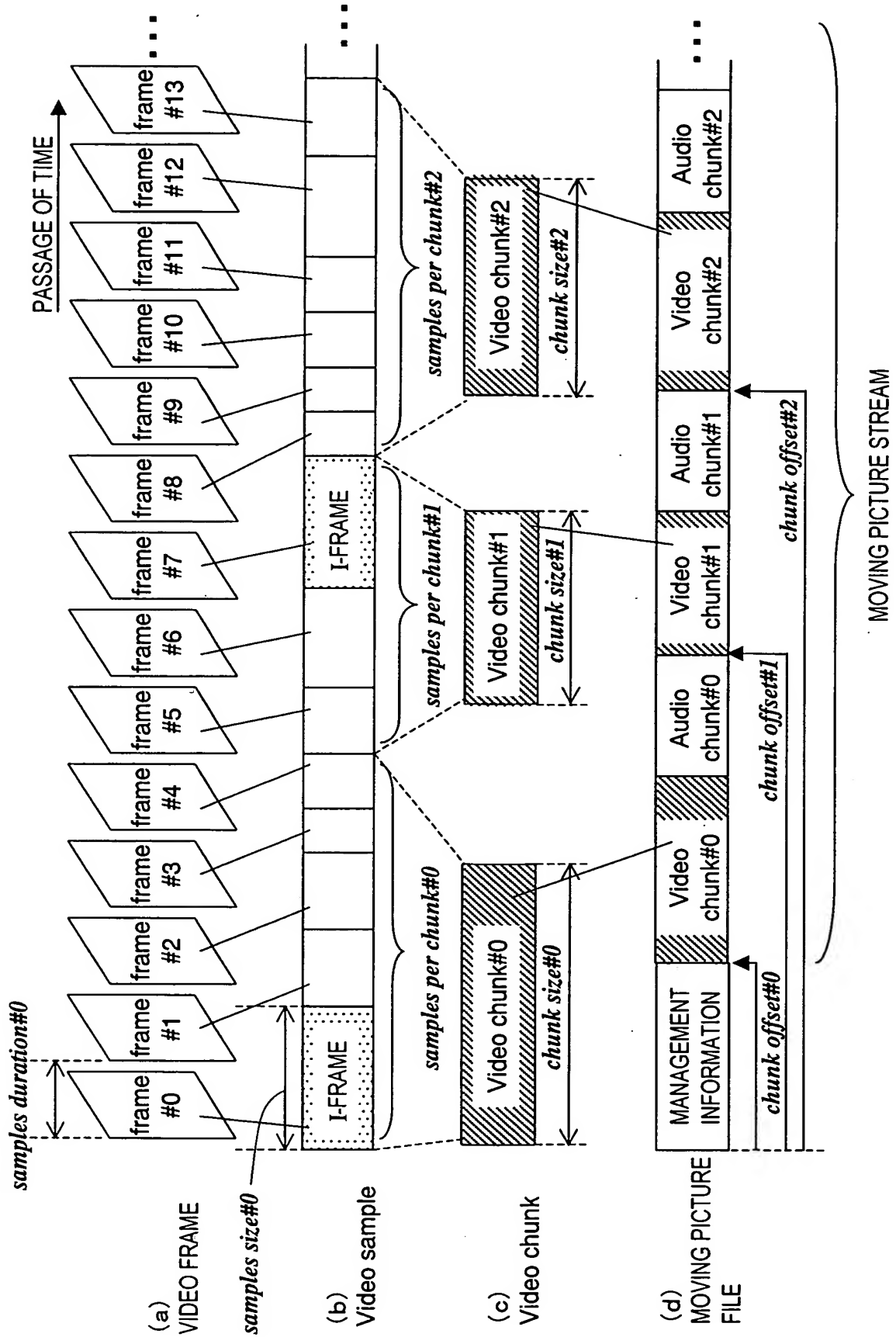




FIG. 20

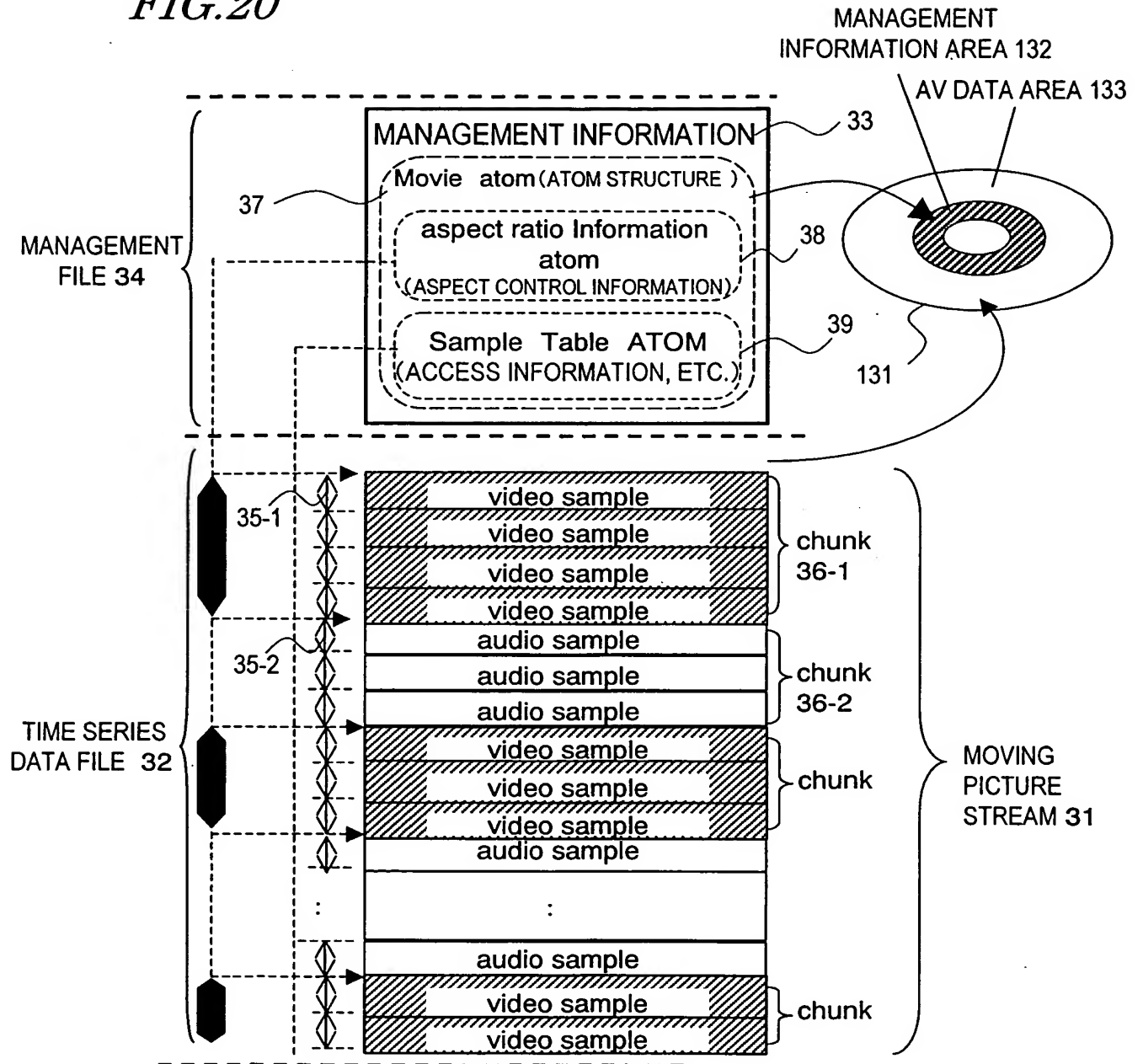


FIG. 21

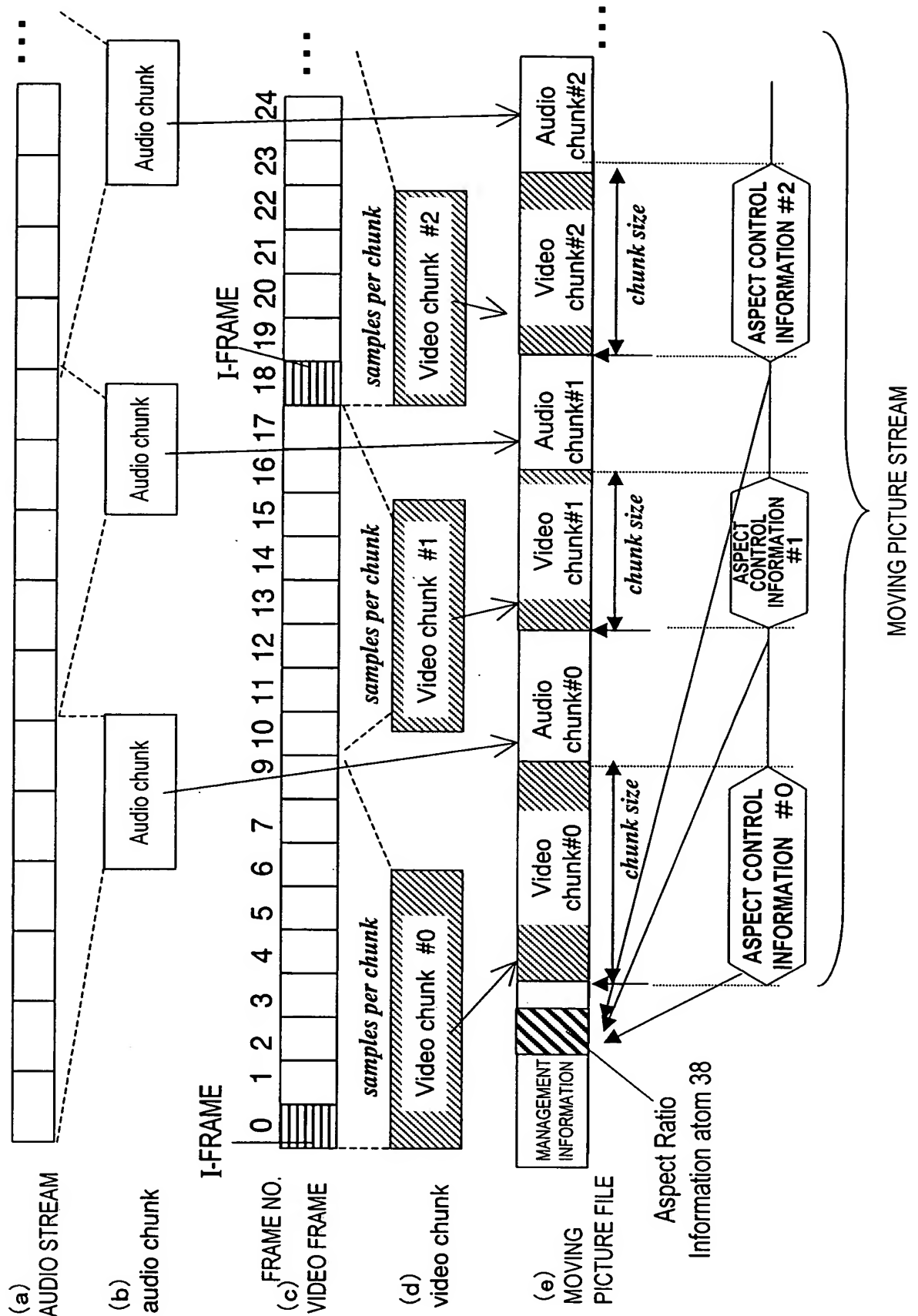


FIG.22

FIELD NAME	SIZE [bits]	CONTENTS
access data Table 0{		
video table 0{		
num of chunks	32	NUMBER OF VIDEO CHUNKS IN MOVING PICTURE STREAM
(for i=0; i<num of chunk; i++){		
chunk offset	32	CHUNK OFFSET BYTE LOCATION COUNTED FROM TOP OF FILE
chunk size	32	NUMBER OF BYTES OF CHUNK
num of samples	8	NUMBER OF SAMPLES INCLUDED IN CHUNK
sync sample pos	8	LOCATION OF i-FRAME IN CHUNK (COUNTED FROM 1 AND 0 HAS NO I-FRAMES)
aspect Information	8	ASPECT CONTROL INFORMATION ABOUT MOVING PICTURE IN CHUNK
}		
audio table 0{		
num of chunks	32	NUMBER OF AUDIO CHUNKS IN MOVING PICTURE STREAM
(for i=0; i<num of chunk; i++){		
chunk offset	32	CHUNK OFFSET BYTE LOCATION COUNTED FROM TOP OF FILE
chunk size	32	NUMBER OF BYTES OF CHUNK
num of sample	8	NUMBER OF SAMPLES INCLUDED IN CHUNK
}		
}		
}		

FIG.23

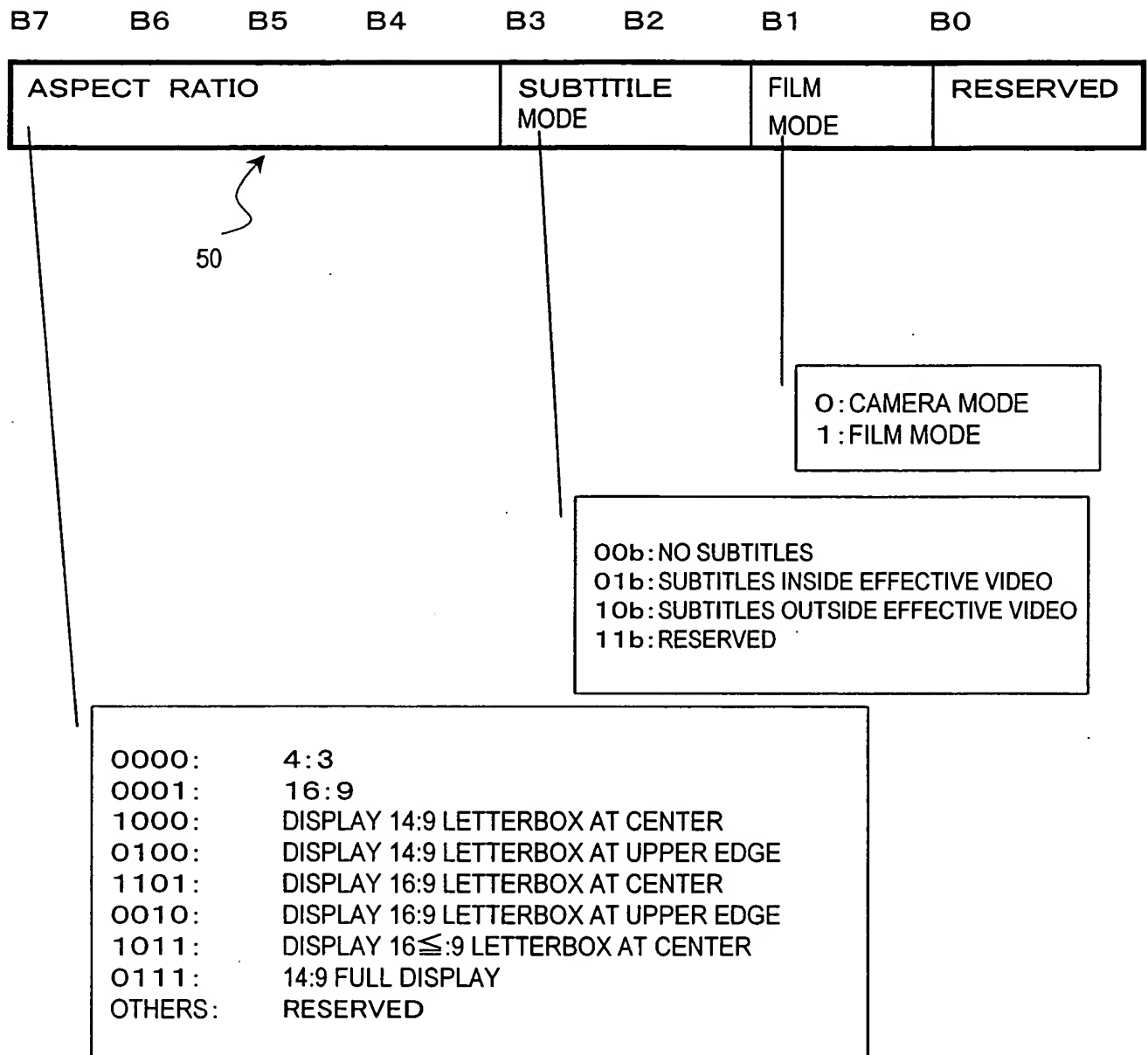


FIG.24

(a)

FIELD NAME	SIZE [bits]	CONTENTS
access data Table ()		
video table ()		
num of chunks (for i=0; i<num of chunk; i++)	32	NUMBER OF VIDEO CHUNKS IN MOVING PICTURE STREAM
chunk offset	32	CHUNK OFFSET BYTE LOCATION COUNTED FROM TOP OF FILE
chunk size	32	NUMBER OF BYTES OF CHUNK
num of samples	8	NUMBER OF SAMPLES INCLUDED IN CHUNK
sync sample pos	8	LOCATION OF i-FRAME IN CHUNK (COUNTED FROM 1 AND 0 HAS NO i-FRAMES)
}		
}		

(b)

FIELD NAME	SIZE [bits]	CONTENTS
aspect table ()		
num of aspect_info (for i=0; num of aspect_info; i++)	32	NUMBER OF CHANGE POINTS OF ASPECT INFORMATION IN MOVING PICTURE STREAM
chunk_id	32	VALUE OF ASSOCIATED CHUNK
aspect_info	8	ASPECT CONTROL INFORMATION ABOUT MOVING PICTURE IN CHUNK
}		
}		

FIG. 25

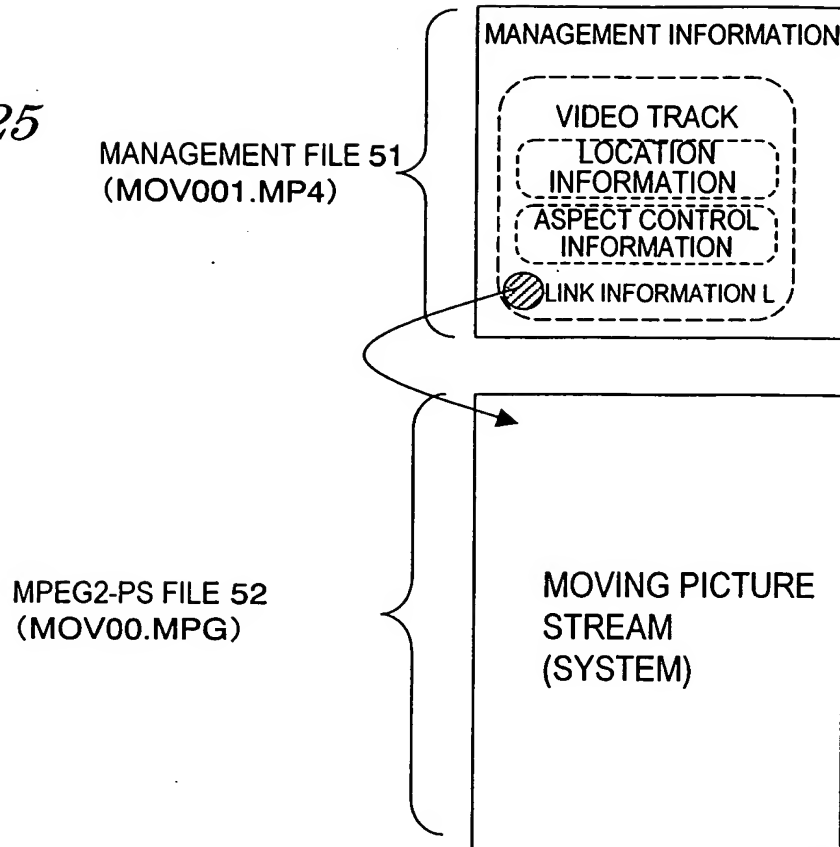


FIG. 26

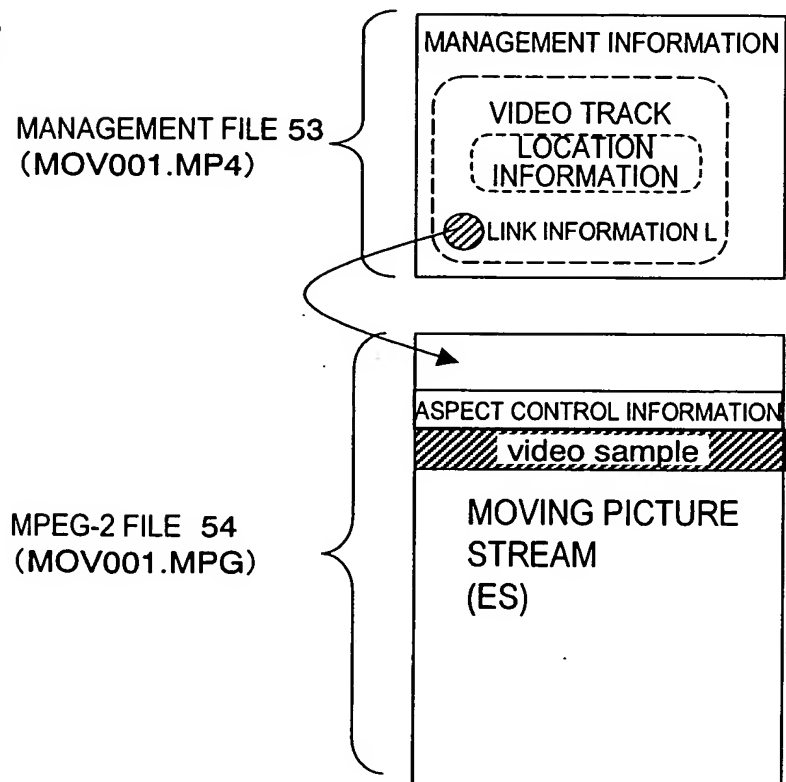


FIG. 27

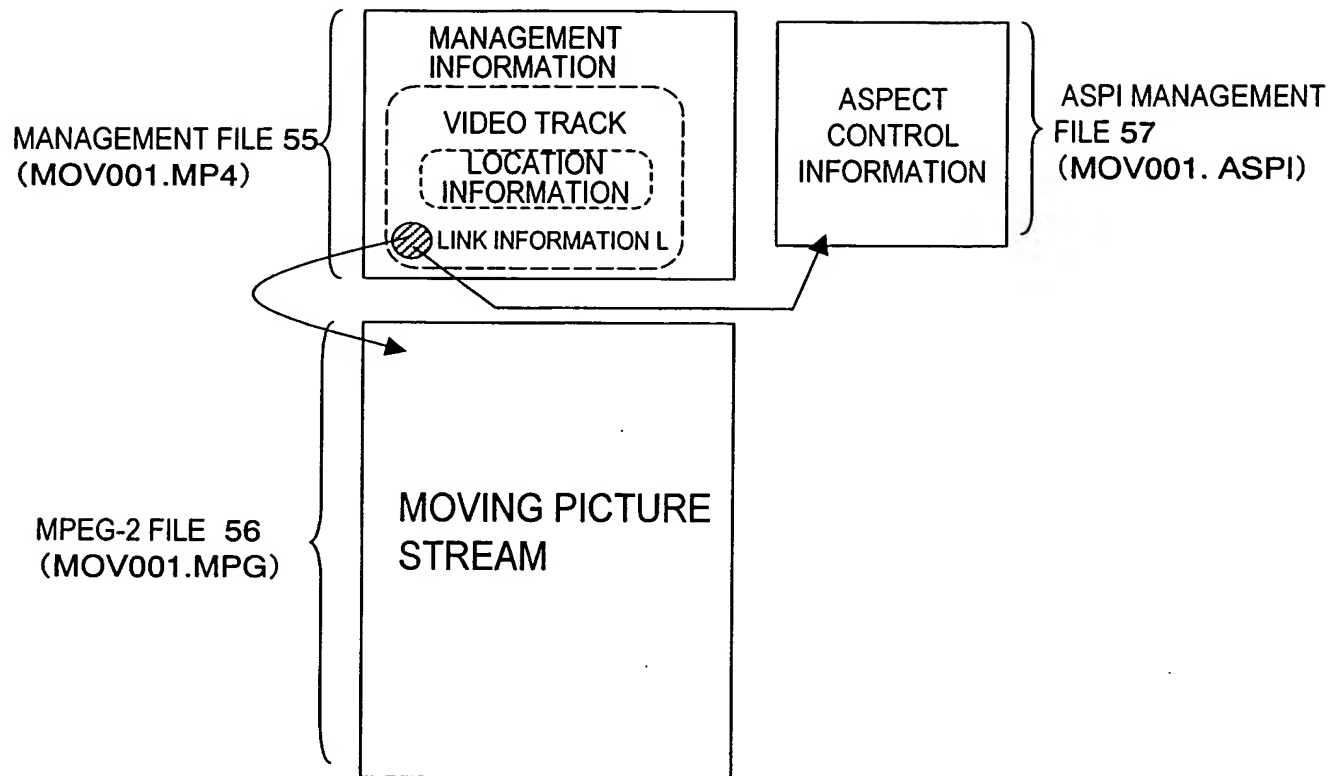


FIG. 28

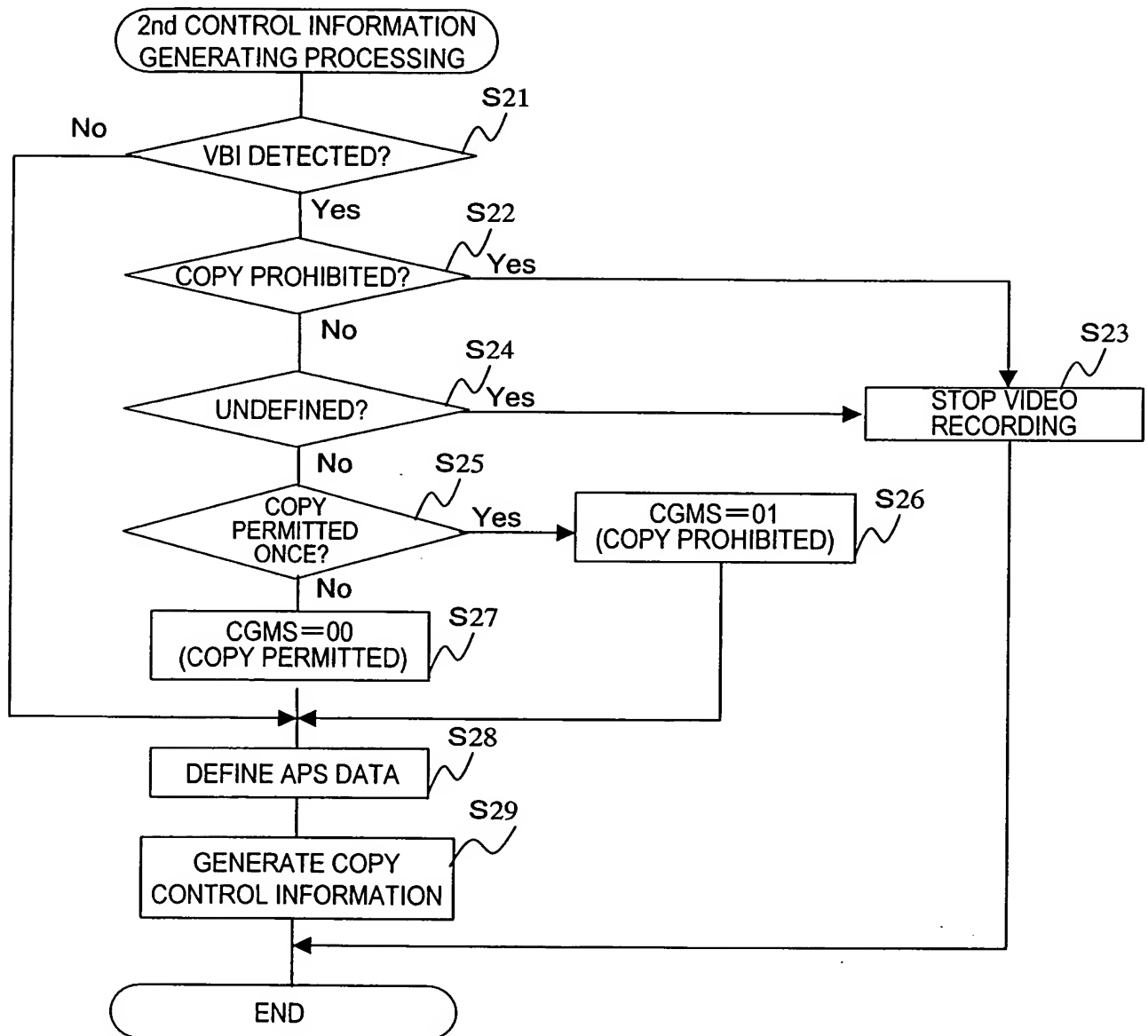




FIG. 29

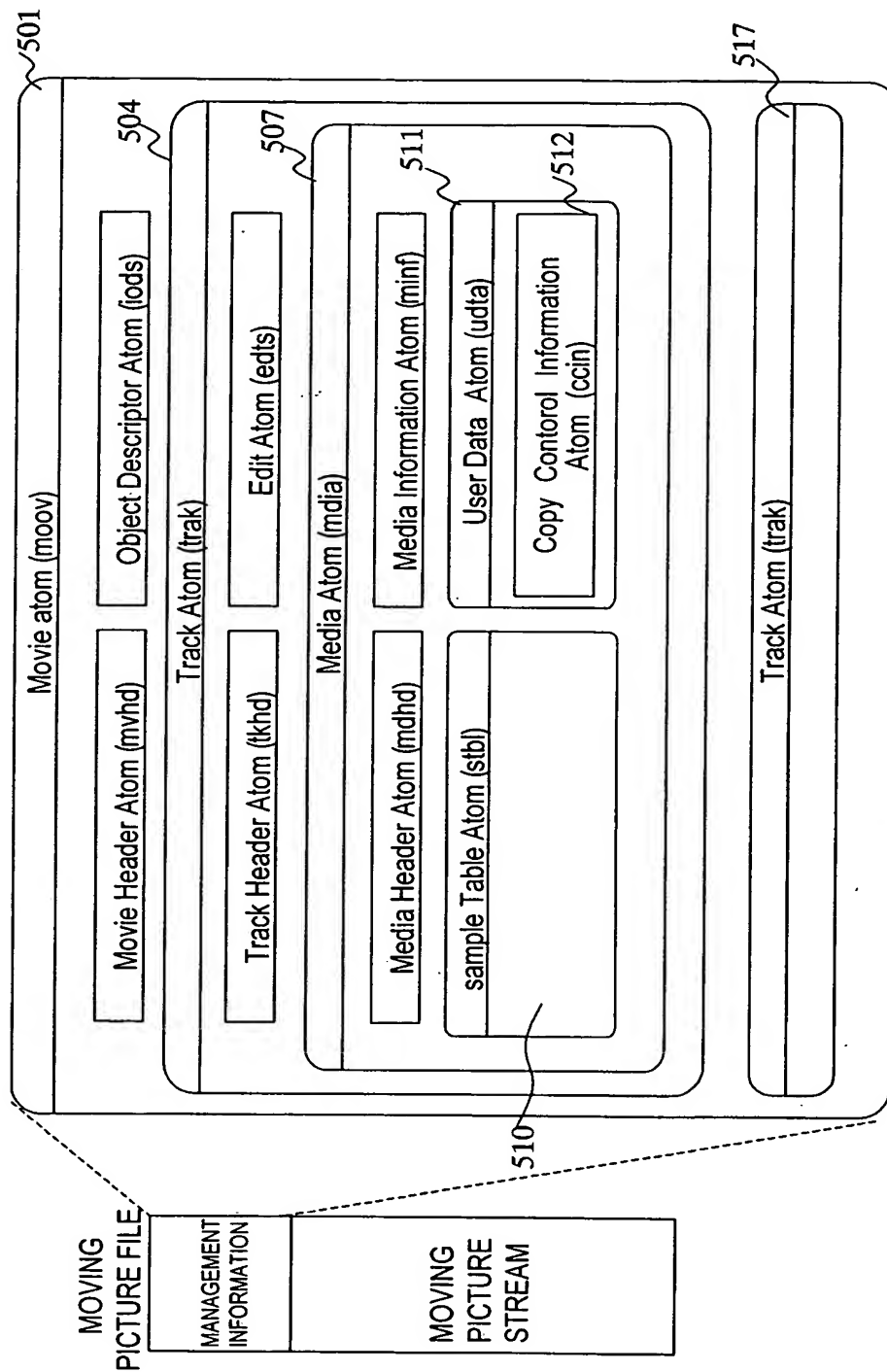
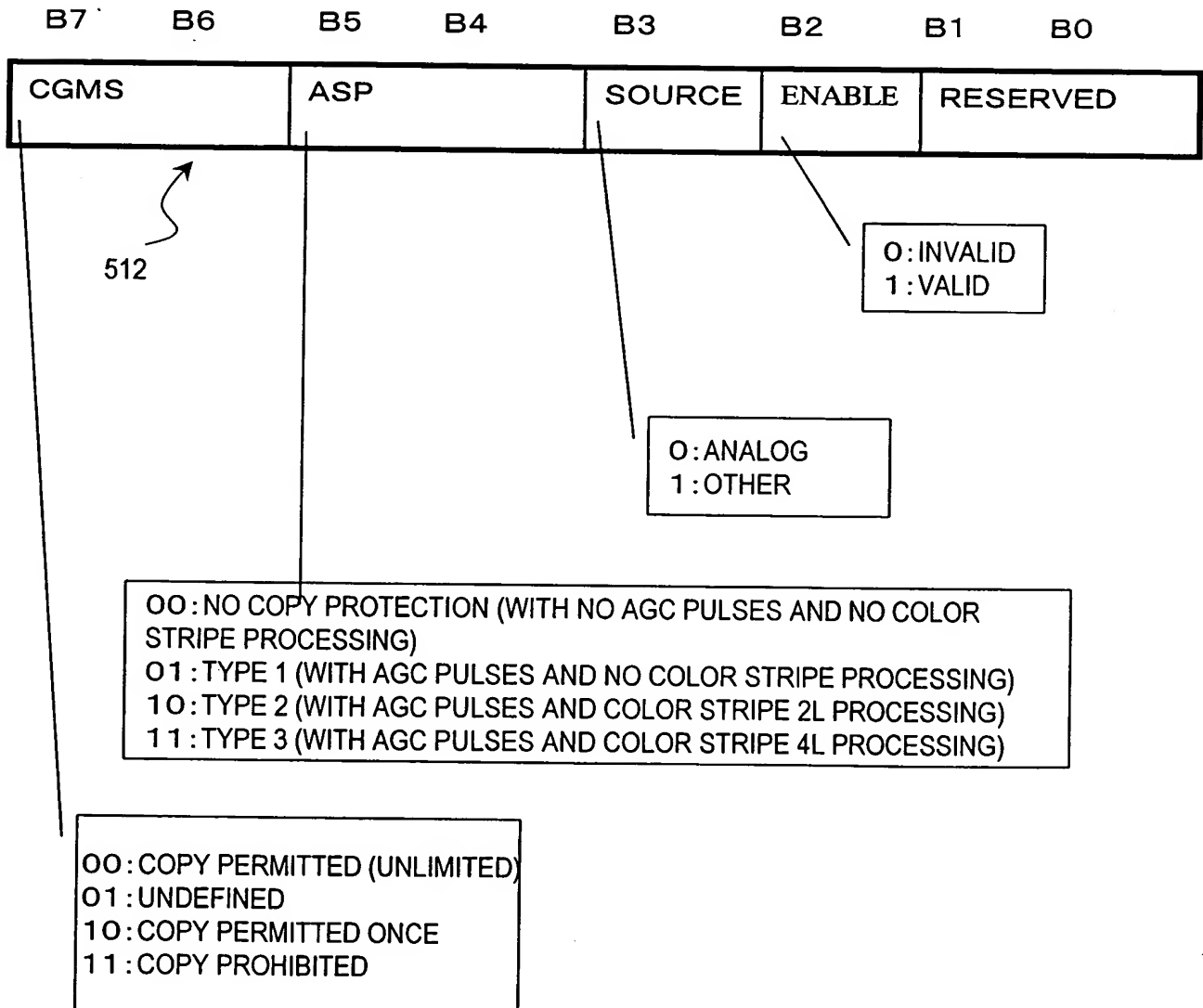


FIG. 30



*FIG. 31*

